CENTIPEDE™

ATARI®

A Warner Communications Company

AN ENCHANTED MUSHROOM PATCH OF YOUR OWN

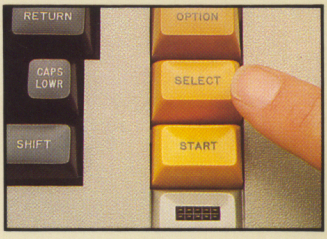
INSERTING THE CARTRIDGE

Turn on the computer by pressing the power switch on the right side of the console to ON. Pull the cartridge door release lever towards you to open the cartridge door. Whenever you do this the computer automatically turns itself off. It turns itself back on when you close the door. Insert the cartridge into the slot (the left cartridge slot in the ATARI 800™ Home Computer) with the label facing you. Press down carefully and firmly. When you close the cartridge door, the red power indicator at the right of the keyboard lights up.

THE JOYSTICK CONTROLLER

If one player is going to play, plug a Joystick Controller into Controller Jack 1. For two players, plug a second Joystick Controller into Controller Jack 2. Hold the Joystick so the red button is in the upper left corner.

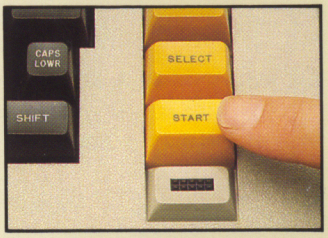
THE SELECT KEY



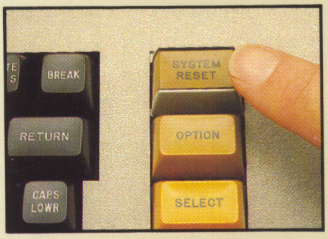
Press the SELECT key on the computer if you want a two player game. Press it again to return to a one player game.

"Imagine that you live in an enchanted mushroom patch filled with bothersome bugs. Attacking Centipedes, Jumping Spiders, Frenzied Fleas and Scurrying Scorpions move towards you through the field of mushrooms. Since this is an enchanted mushroom patch, every bug that lives here has magical powers. Luckily, you have a bug blaster to rid your garden of these pests...."
LORD MOTLEY BUGNUT, BUG EXPERT.

THE START KEY
The START key on the computer begins the game. Press the START key to restart the game at any time.



THE SYSTEM RESET KEY
The SYSTEM RESET key on the computer resets the game. Pressing this key is just like turning the computer off and then on again, except the high score from any previous game will not be erased.



THE SPACE BAR PAUSES THE GAME
Press the SPACE BAR on the computer if you want to pause in the middle of a game. Press the SPACE BAR a second time to pick up where you left off.

DREADED BUG BLASTER

Every bug hates the dreaded bug blaster. You destroy bugs and mushrooms with the blaster.

The bug blaster destroys the Centipede by blasting each segment of the bug separately. If one of the segments is hit, the Centipede splits into two. They keep attacking until you destroy them.

LORD MOTLEY BUGNUT SAYS:

Press the red button once on your Joystick Controller for a single shot. For rapid fire blasting, just hold the button down. Move your bug blaster around the mushroom patch with the Joystick Controller for the best shot at your targets.

You begin each game with three bug blasters, three chances to stop the attack of the Centipedes! The number of bug blasters you have left is shown at the top of the screen near your score.

BONUS BLASTERS:

For each 10,000 points you score you'll be awarded an additional bug blaster. You can earn up to six bug blasters at any one time.

MARCH OF THE CENTIPEDES

The Centipedes attack from the top of the TV screen. They march back and forth across the screen until they get to the bottom. Your bug blaster is destroyed if it is touched by any segment of a Centipede.

As each Centipede marches through the mushroom patch it bumps into mushrooms. Each time this happens, the Centipede turns and moves down another row of mushrooms in the other direction.

You must destroy every segment of the Centipede before it can reach the bottom of the screen. Otherwise the segments can break up into many new Centipedes. When an entire Centipede is destroyed, a new one attacks from the top of the screen.

JUMPING SPIDER

But wait, there are other dangers. The Jumping Spider drops down to pounce on your bug blaster. The spider has special powers in this enchanted mushroom patch. The spider is not blocked by mushrooms the way you and the centipede are. The spider can jump over a mushroom to destroy one of your bug blasters. When a spider jumps over a mushroom that mushroom may magically disappear.

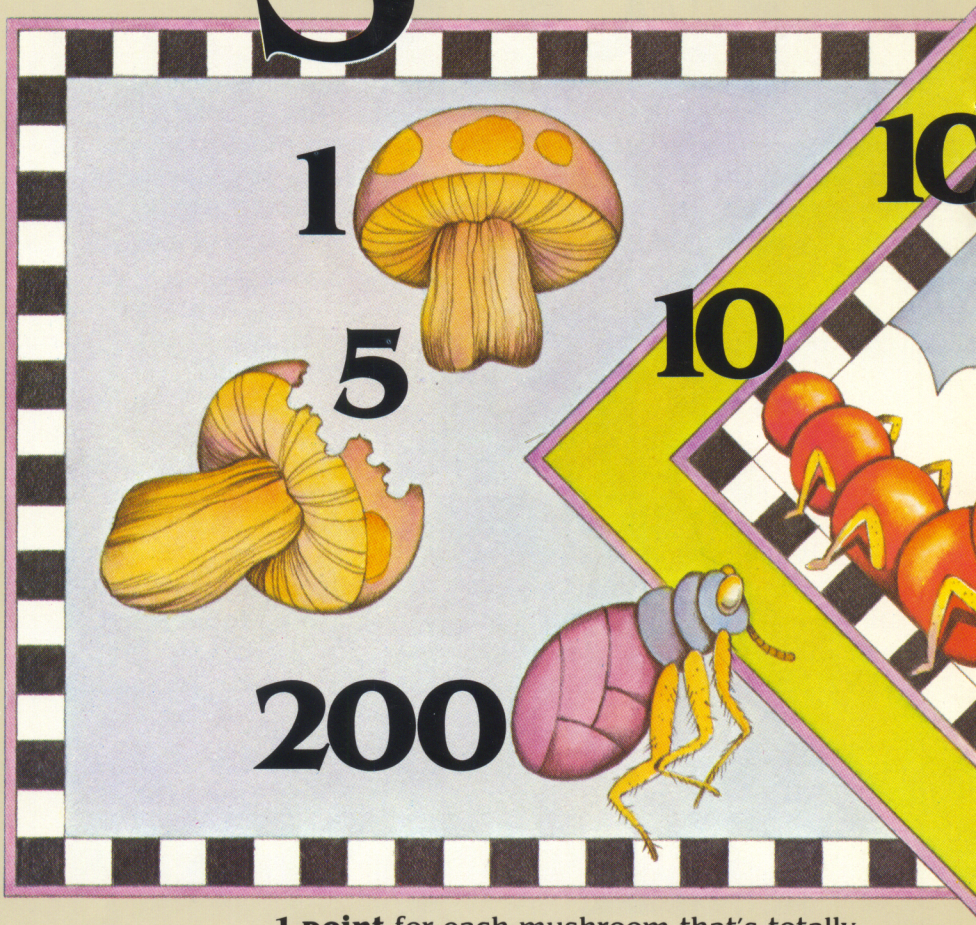
POISONOUS SCORPION

The most magical bug in the mushroom patch is the poisonous Scurrying Scorpion. The scorpion dashes across the patch without warning and poisons any mushroom it touches. When a Centipede touches a poisoned mushroom, it goes insane and charges directly toward you and your bug blaster. Now you must stop the attack of a crazed Centipede!

FRENZIED FLEA

Another troublemaker in this enchanted mushroom patch is the Frenzied Flea. Just like all the other bugs, the Frenzied Flea has a special power. The Frenzied Flea may create more mushrooms wherever he lands. This makes it difficult for you to shoot any bug until it is dangerously close. The flea also has a deadly bite and can destroy your bug blaster if he touches it.

SCORING YOUR



1 point for each mushroom that's totally eliminated by your bug blaster.

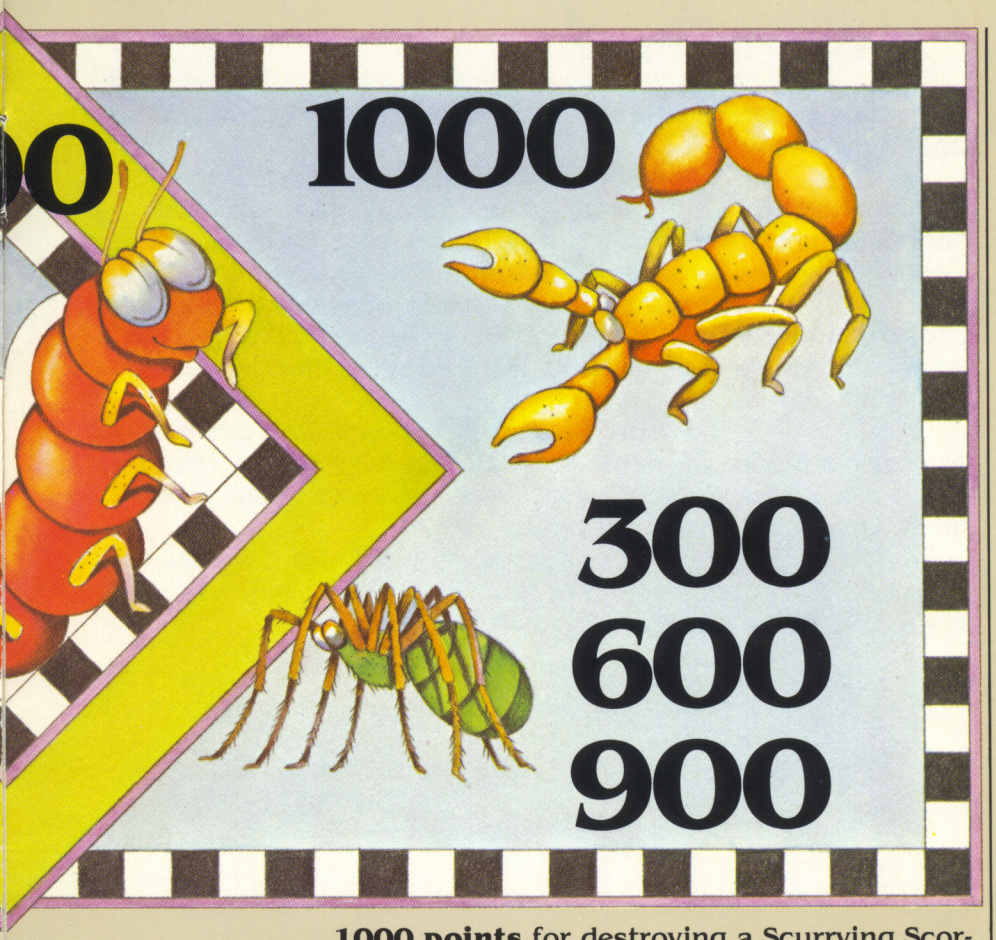
5 points for each mushroom that is partially eliminated or has been poisoned by a scorpion when your blaster has been destroyed.

100 points for each head segment of the Centipede that you exterminate. (Remember every time you blast a Centipede apart each new segment forms a new head worth 100 points.)

10 points for each body segment of the Centipede that you destroy.

200 points for each Frenzied Flea that you destroy with your bug blaster.

GAME



1000 points for destroying a Scurrying Scorpion at any time during the game.

300 points for exterminating a Jumping Spider at long range.

600 points for destroying a Jumping Spider at medium range.

900 points for blasting a Jumping Spider at close range.

Each time you blast a spider your points earned will appear on the screen where the spider was blasted.

The high score for each round of games is shown at the top center of the screen between the scores for each player.

LORD MOTLEY BUGNUT'S STRATEGIES AND COMMENTS ON CENTIPEDE™

It takes two shots from the bug blaster to kill a Frenzied Flea. The first shot only enrages it and causes it to attack even faster.

Clear the mushrooms out of your way when you have the time during the game. This will give you clear shots with your bug blaster and give you more time to kill the Centipede before it reaches the screen bottom and multiplies.

Remember the Jumping Spider attacks unexpectedly from the side of the screen. If the spider isn't on the screen it could be waiting to attack from the sides, just where you can't see!

Four blasts destroy a mushroom. Get as close as possible before you blast a mushroom. This makes blasting faster and easier. Remember a mushroom blocks your movement. Don't let yourself get boxed in.

Keep your ears open. Listen for the sounds of each bug. Each has a sound of its own. You'll be able to tell when different bugs attack by their sounds.

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